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SPORTS

NBA A SEGA EXCLUSIVE

NBA action 98



The Legendary L.A. Lakers Announcer

**Chick Hearn
Play-By Play**

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READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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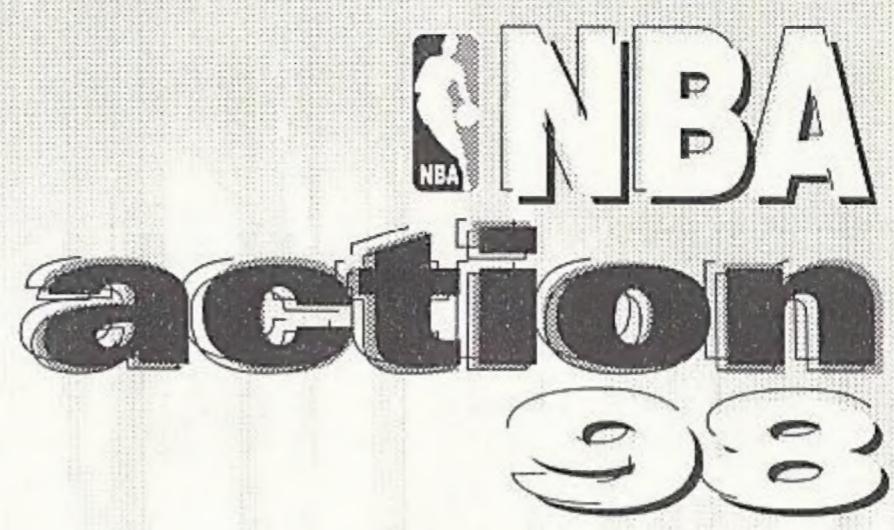
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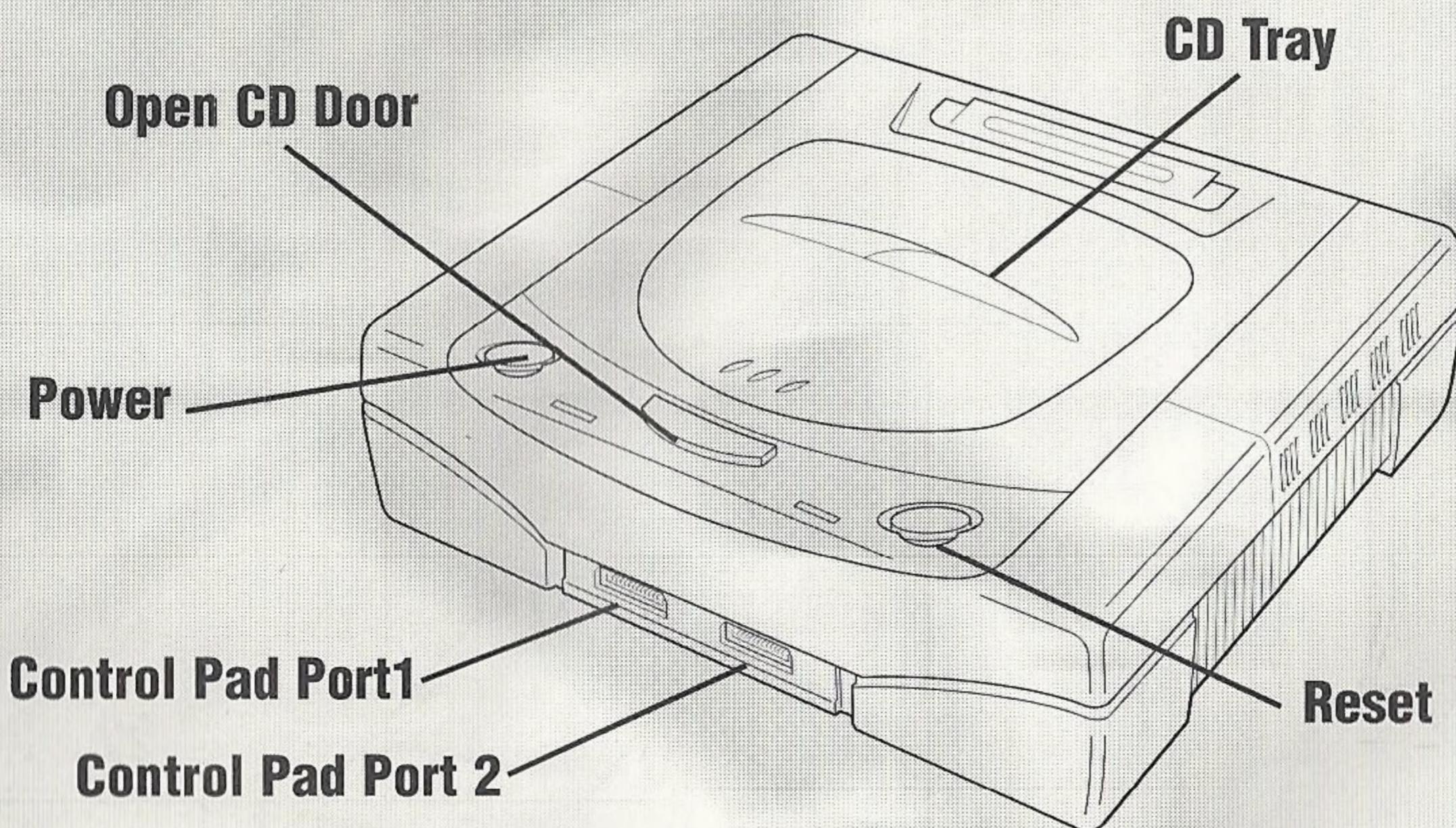
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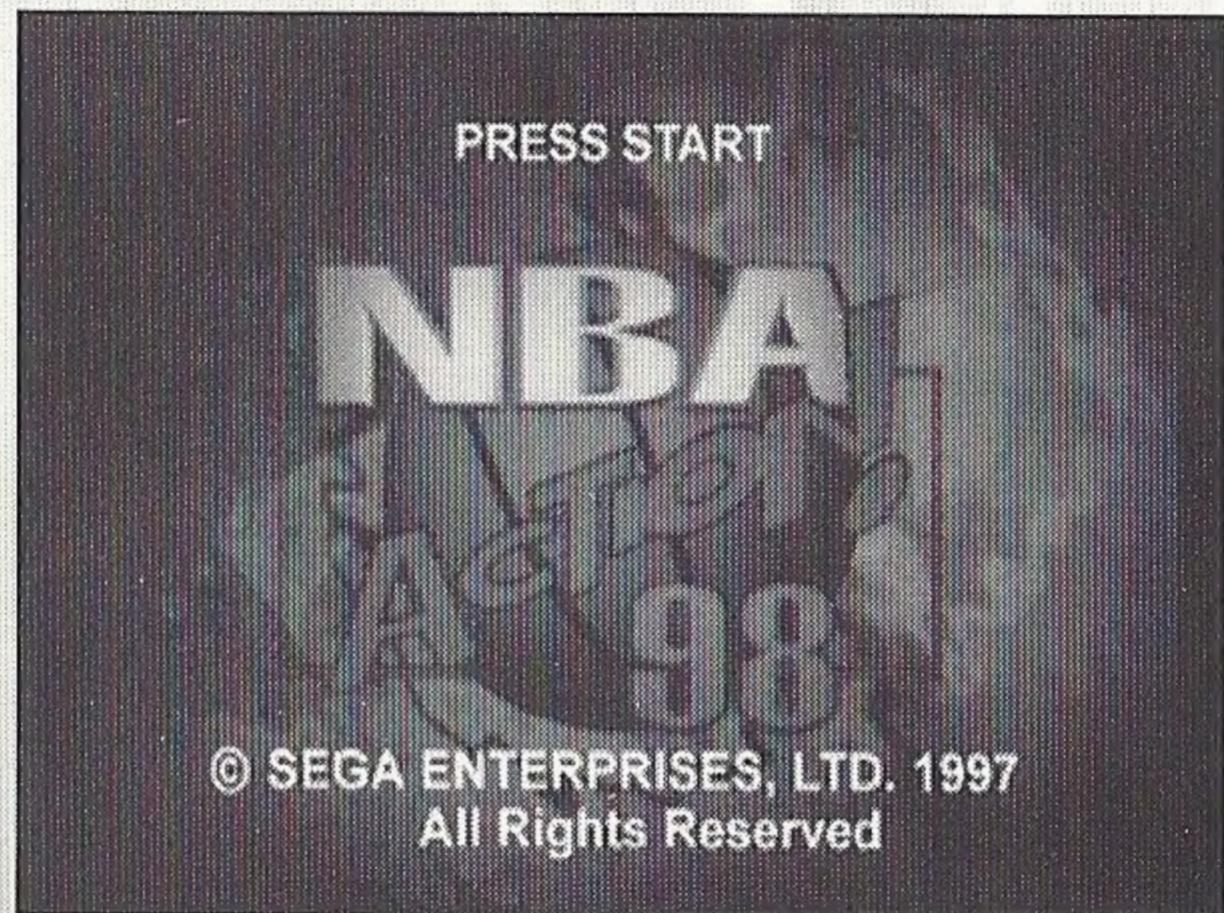
GETTING STARTED

1. Set up your Sega Saturn™ System as described in its instruction manual. Plug in Control Pad.
2. Make sure the power is off, then insert NBA ACTION '98 disc, label side up, into the well of the CD tray and then close the lid.
3. Turn the power switch on. In a few moments the title screen will appear.
4. Press the START Button on the Saturn Control Pad to advance past the title sequence and begin play.
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the CD-ROM is properly inserted. Then turn the power switch on.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



This is it!

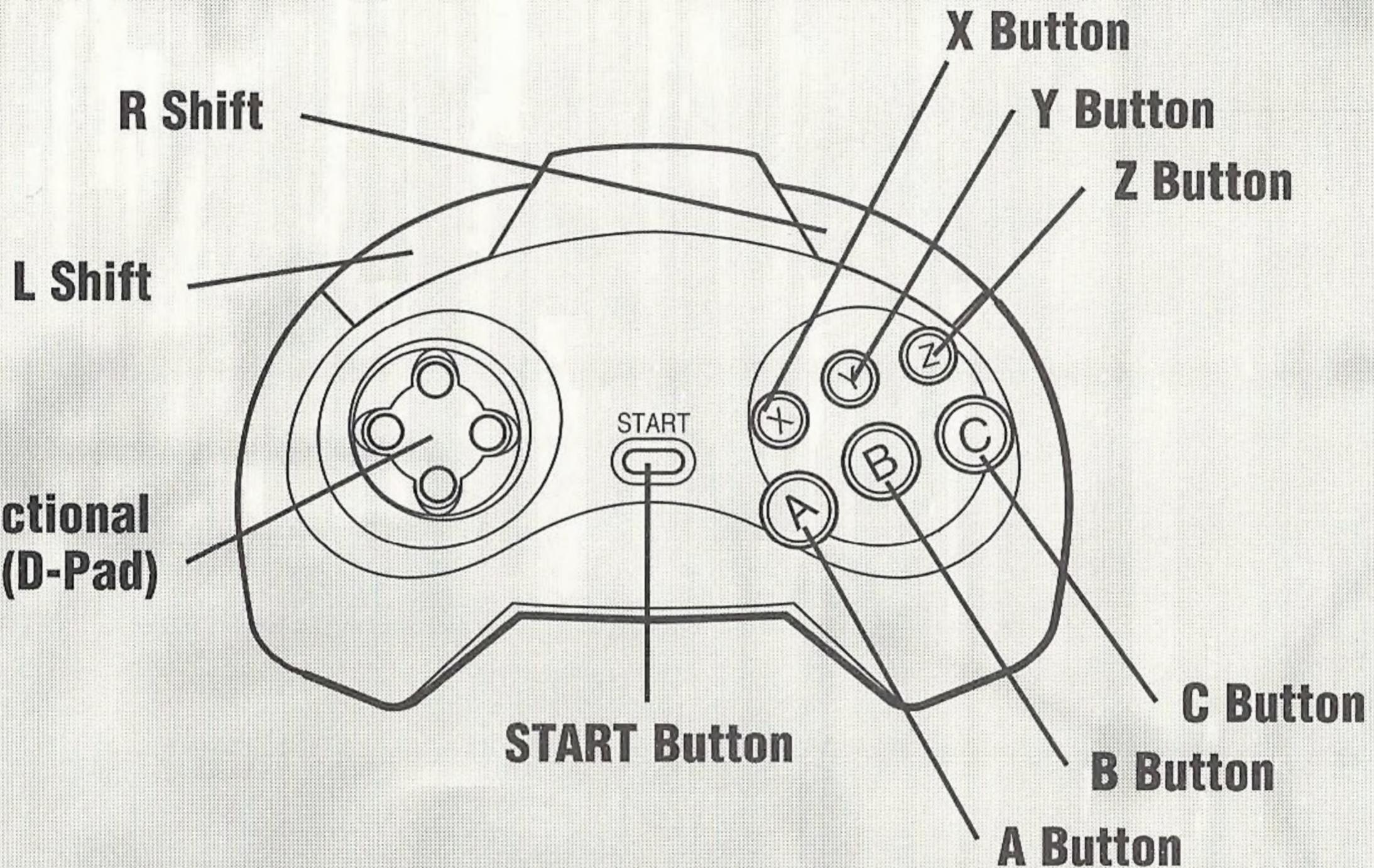


The NBA on Sega Saturn. We're talking pro teams. Pro players. Pro point. Pro jams. Pro everything...All at your fingertips.

You want it, you got it! Warm up in Exhibition mode, then choose your favorite team and crash the boards in Season play - or go straight into the race for the title in a best-of-seven playoff run. You can even create the player of your dreams and see how he matches up against the NBA greats.

It's all in here for your pro-ball enjoyment. Question is, do you have the moves to wear the NBA Championship ring?

CONTROLS



6-Button Default Controls - OFFENSE (WITH BALL)

START	Pause game/Call-up Pause Menu*
D-Pad	Move player in any direction
A BUTTON	Dunk/Drive/Juke*
B BUTTON	Pass
C BUTTON	Shoot
X BUTTON	Turbo
Y BUTTON	Player select
Z BUTTON	Activate Playcall Menu
L SHIFT	Activate pass indicators (each player has a designated button that, when pressed, enables the ball to be thrown his way)
R SHIFT	Step modifier

6-Button Default Controls - OFFENSE (WITHOUT BALL)

START	Pause game/Call-up Pause Menu
D-Pad	Move player in any direction
A BUTTON	Aggressive Rebound/Alley-Oop*
B BUTTON	Player select
C BUTTON	Call for shot/Rebound*
X BUTTON	Turbo
Y BUTTON	Set pick/Box Out*
Z BUTTON	Activate playcall menu
L TRIGGER	Call for pass
R TRIGGER	Step modifier

* NOTE: Items followed by a (/) are executed when a shot is up.

6-Button Default Controls - DEFENSE

START	Pause game/Call-up Pause Menu
D-Pad	Move player in any direction
A BUTTON	Steal
B BUTTON	Player select
C BUTTON	Block/Rebound/Jump
X BUTTON	Turbo
Y BUTTON	Hands UP/DOWN
Z BUTTON	Activate Playcall Menu
L SHIFT	Intentional foul
R SHIFT	Step modifier

After The Playcall Menu Is Up...

On Offense

TL - Nearest Man Cuts to Basket
TR - Man Closest to Basket Cuts
X - Call for Alley-oop
Y - Set Pick
Z - Cancel Menu
A - Call for Play A
B - Call for Play B
C - Call for Play C

On Defense

X - Unused
Y - Call for Double Team
Z - Cancel Menu
A - Call for Defensive Set A
B - Call for Defensive Set B
C - Call for Defensive Set C

TIPS FOR ON THE COURT

JUMP BALL

You begin play with a Jump Ball or "tip-off", a ritual whereby one member from each team vies for control of the ball. Press the C Button at the right time (while the ball is in the air) to attempt to tip it to a teammate.

Offense

HIGH PERCENTAGE SHOOTING

Pass the ball to a low post player. With his back facing the basket, hold down the R Shift Button (step modifier) and maneuver him towards the basket. When the player is within shooting range, fire off the shot.

GIVE & GO

Press the B Button while the pass is in the air.

CATCH & SHOOT

To call for a shot, press the C Button while the pass is in the air.

PICK PLAY

The closest player to the ball handler will set a pick.

ALLEY-OOP

As soon as a player raises his hand to call for the ball, pass the ball to him towards the basket.

CUT TO BASKET

After the Playcall Menu is up, press the L Shift Button to have the nearest man to the ballhandler cut to the basket.

CLOSE CUT

After the Playcall Menu is up, press the R Shift Button to have the man nearest the basket cut to the basket.

Defense (see default controls above).

Hold down turbo and step modifier together to get faster precision movement.

REBOUNDING

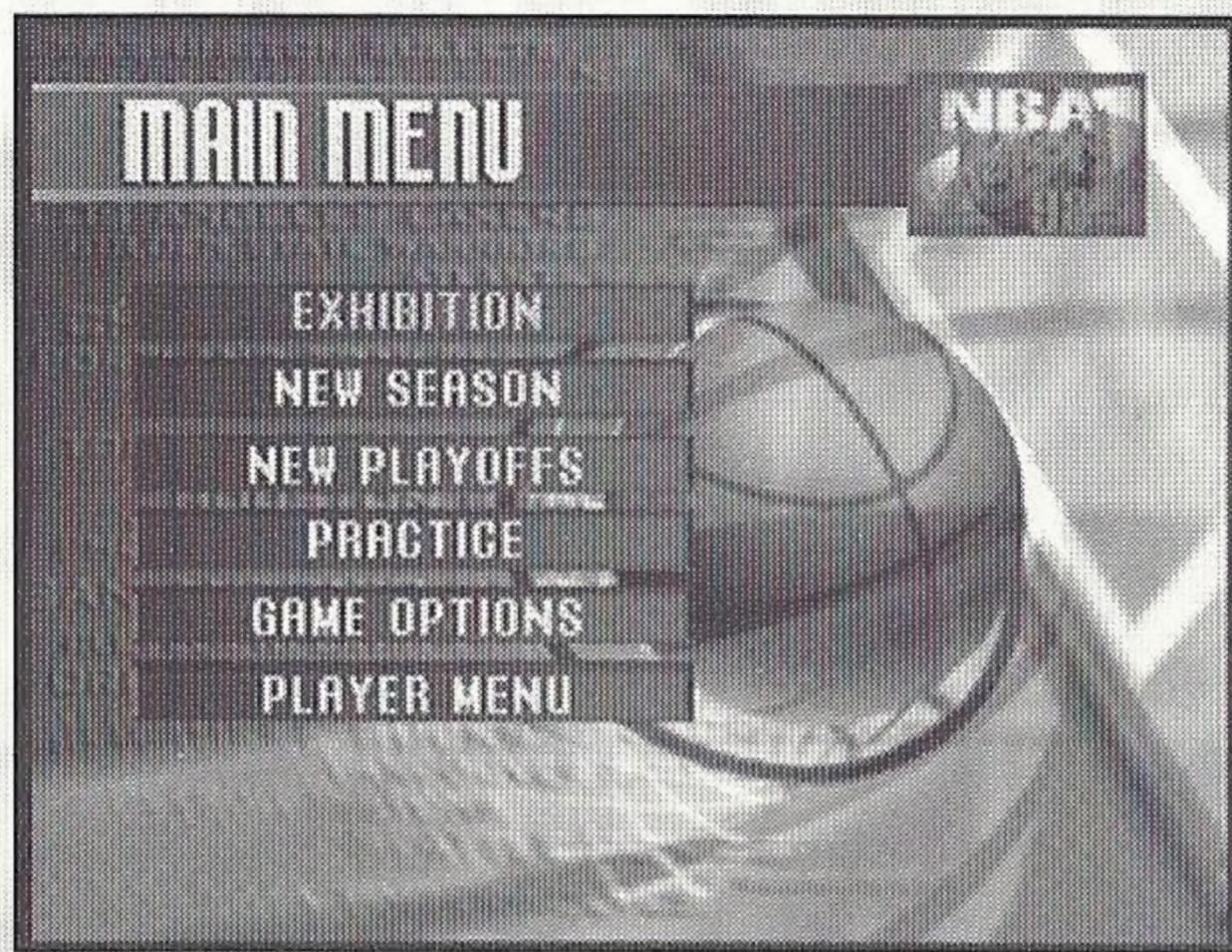
Rebounding or "crashing the boards" is a key element in both your offensive and defensive arsenal. (Use the slider bar as described within the Coaching Strategies section on page 20 to set how hard you want your team to crash the boards.) To rebound a ball on either offense or defense, press the B Button to choose the player closest to the ball and press the C Button to jump.

*REBOUNDING TIP - When a shot is up, use the Y Button to have your player "Box Out." On offense, the A button activates an "aggressive" rebound which tries to tip the ball back in.

FREE-THROWS

Each time you shoot a Free-Throw, the Free-Throw Site will appear. You will use this to aim your shot. The vertical icon represents the trajectory of the ball. The horizontal icon represents the aim of the ball. To shoot a perfect Free-Throw, you must line-up the basketball icons in the center of the grid by pressing the C Button at the appropriate time.

MAIN MENU



To make a selection in the Main Menu, press the D-Pad UP or DOWN to choose an option and press the C Button to enter your selection. Press the B Button to return to a previous menu.

The following selections appear on the Main Menu:

EXHIBITION

Play a single, non-season game using the teams of your choice.

NEW SEASON

Begin a new season using the team of your choice. Press the D-Pad LEFT/RIGHT to set the season length at full season or reduced 28 or 54 game season. (See NEW SEASON on page 11)

NEW PLAYOFFS

Choose a team and enter a regulation run for the NBA championship. (See NEW PLAYOFFS on page 13)

PRACTICE

Warm up before the game - you have the whole floor to yourself where you can work on your dunks and perfect your shot. (See PRACTICE on page 14)

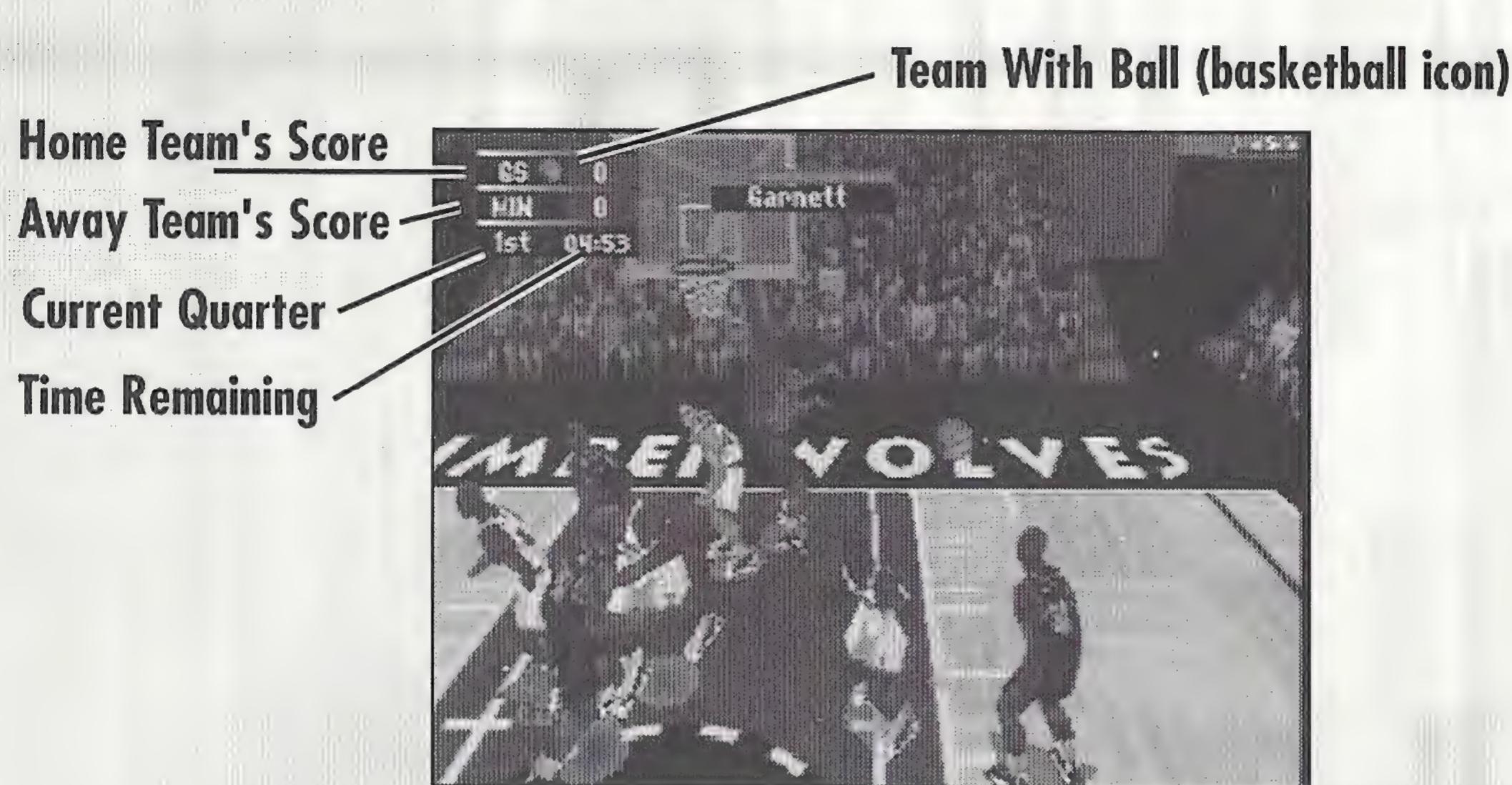
GAME OPTIONS

Adjust the game configurations to your own specifications. (See GAME OPTIONS on page 15)

PLAYER MENU

Trade players, create players, view player profiles, player lineups, team rosters and user records. (See PLAYER MENU on page 17)

MAIN GAME SCREEN



The following items appear on the Main Game Screen:

Home Team's Score

Away Team's Score

Current Quarter

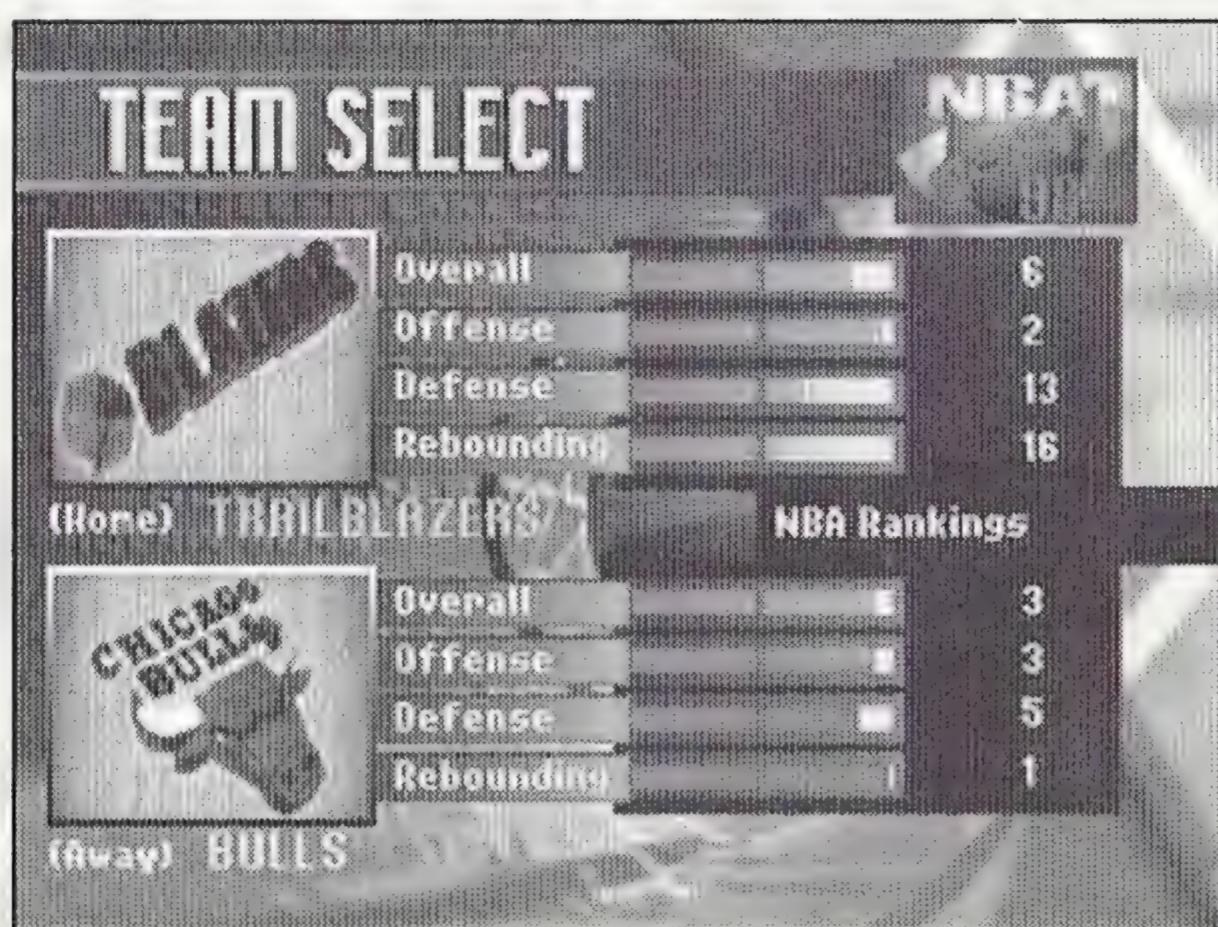
Time Remaining

Team With Ball (basketball icon)

Playbook

Press the Z Button during play to call your offensive or defensive plays through the Playcall menu.

CHOOSING TEAMS



Before beginning play in Exhibition, New Season or New Playoffs modes, you must first choose your team(s). Press the D-Pad LEFT or RIGHT to select your team. When you have chosen your team, press the D-Pad DOWN and highlight the team set below and repeat. Once you have made your team choices, press the C Button to enter your selections.

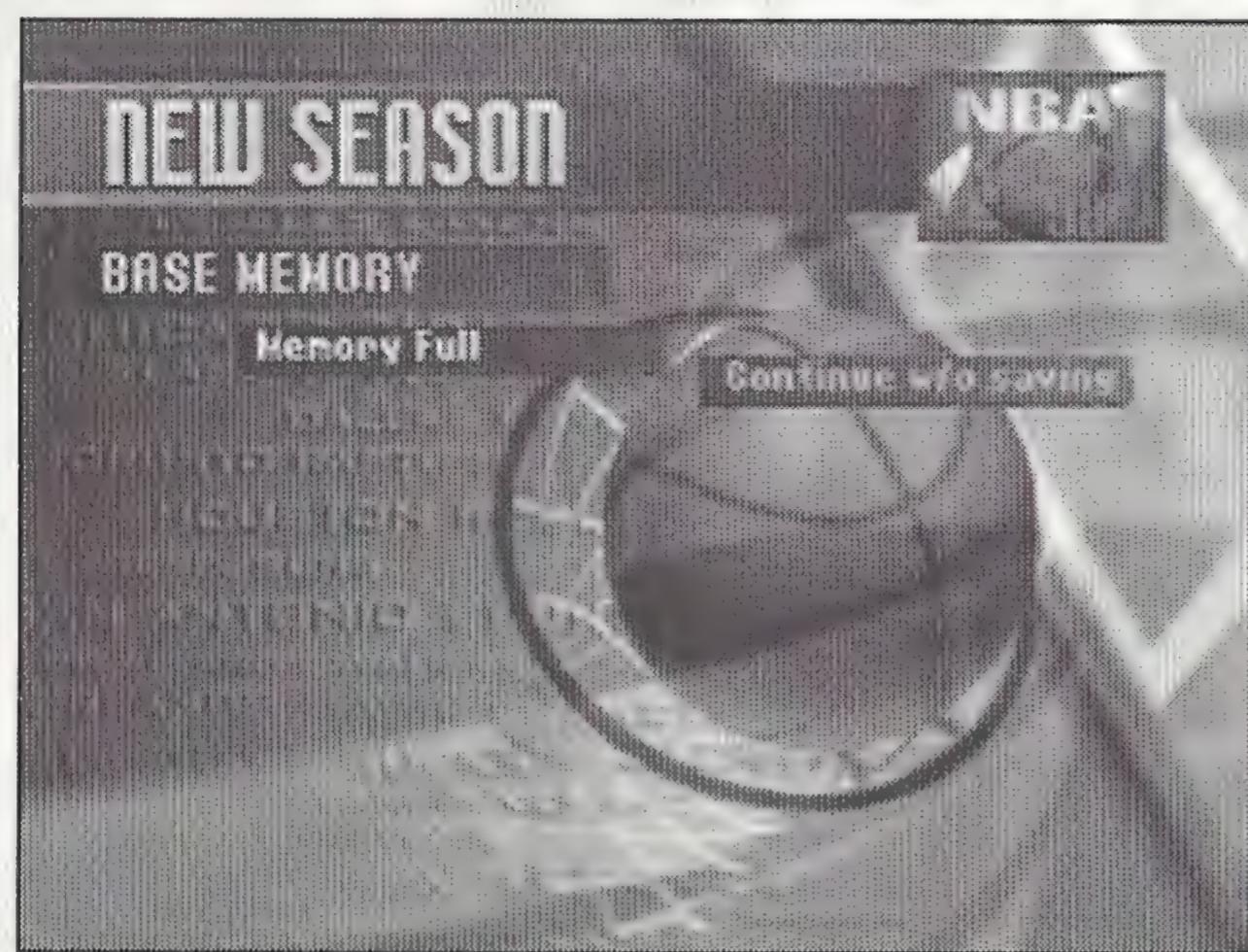
Next you must assign teams. In a Single-Player game, position the "1" icon beside your team of choice and press the C Button. In a Two-Player game, player two must position the "2" icon beside his/her team of choice before pressing the C Button.

Name Entry Screen

Entering your name allows you to keep a record of your wins, losses and personal stats. Begin by positioning the "1" icon beside a name bank. Next, begin entering your name by pressing the C Button to call up a letter, then press the D-Pad UP or DOWN to cycle through the letter choices. Continue entering your name by moving the D-Pad RIGHT to the next space and repeat the above procedure. Once you have entered your full name, press the C Button again and get ready to play.

(Name Entry default setting is off, therefore set to "on" to enter your name).

NEW SEASON



To begin a new season you must first choose your team. Along with each team, you will be given that squad's 1996-'97 season record along with the starting lineup. To enter your team selection, press the C Button. The Season Menu will then appear.

Season Menu



Here you can configure the following pre-game season settings.

PLAY GAME

Begin your season.

SIMULATE GAME

Select this to have the computer play the game for you. Press the C Button to see the final score of each contest.

NBA STANDINGS

View the current standings in your season, and current NBA leader stats.

TEAM ROSTER

Displays your team roster along with each player's attributes. To cycle through each player's attributes, press the D-Pad LEFT or RIGHT or press the X Button to view the player's 1996-'97 statistics.

PLAYER SEASON STATS

Displays the current stats for each of your players.

TEAM SEASON STATS

Displays the team stats during the course of a season. Press the D-Pad LEFT or RIGHT to cycle through the various teams.

PLAYER MENU

Here you can make trades, create your own players, view player profiles, player lineups, team rosters and user records.

USER RECORDS

Review your own personal stat record.

END SEASON TODAY

Simulate all remaining season games and enter the Playoffs Menu.

EXIT SEASON

Discontinue the season with the press of a button.

NEW PLAYOFFS-Playoff Menu



Begin by choosing the team you wish to lead through the playoffs. The Playoff Menu will then appear. Here you can preview the following options:

PLAY GAME

Choose teams and go for the NBA title.

SIMULATE GAME

Have the computer play the contest for you.

PLAYOFF TREE

View the current playoff standings.

TEAM ROSTER

Displays your entire team roster with player attributes.

PLAYER SEASON STATS

Review the season numbers for each player on your team.

TEAM SEASON STATS

Review your team's season stats.

PLAYER MENU

Here you can make trades, create your own players, view player profiles, player lineups, team rosters and user records.

USER RECORDS

View your personal records.

END OF PLAYOFFS

Simulate all remaining playoff games.

EXIT PLAYOFFS

Exit the Playoff Screen and return to the Main Menu.

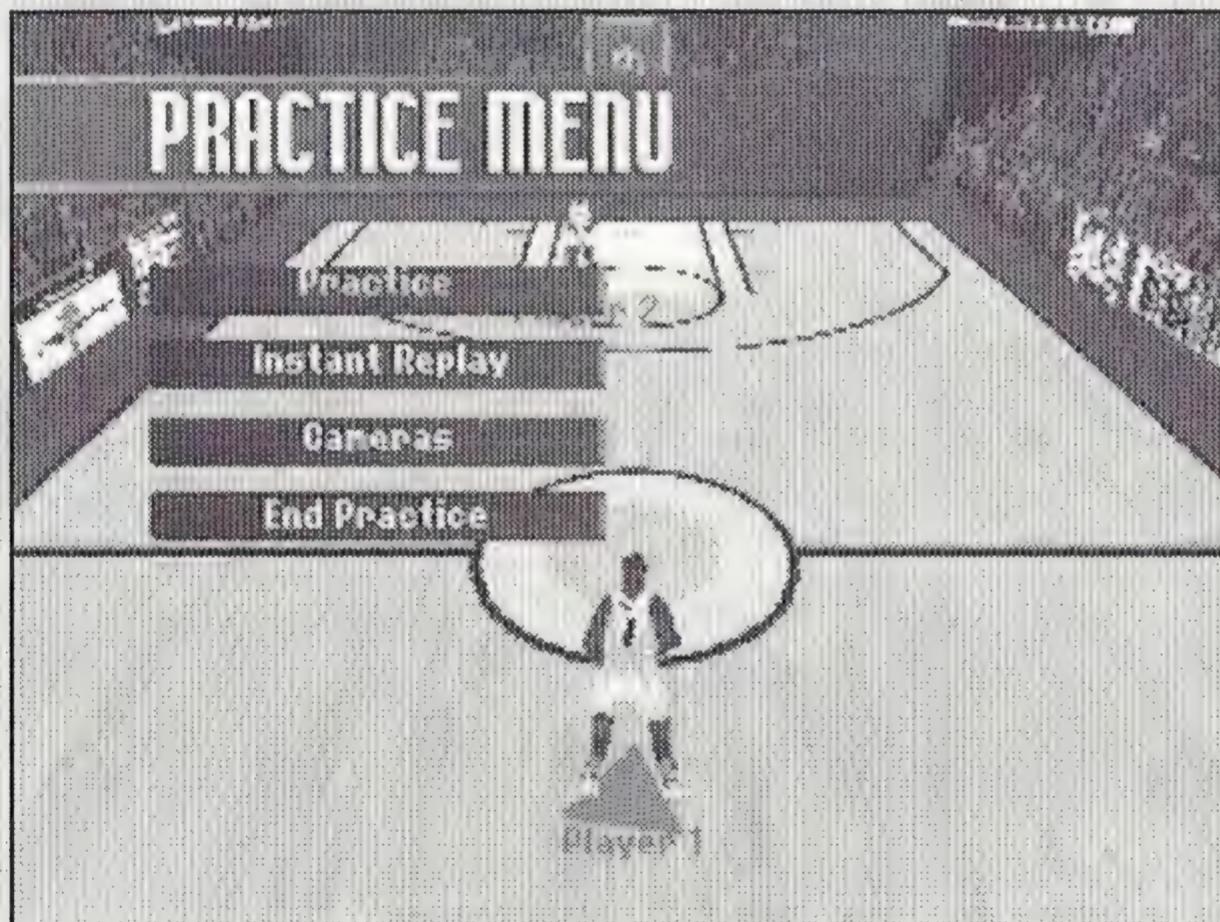
SCHEDULE

Displays the schedule and outcomes for games in that particular round.

PRACTICE

Practice your field goals, three pointers and jams with the court all to yourself.

Practice Menu



To access the Practice Menu, press the START Button during practice play.

PRACTICE

Begin practicing.

INSTANT REPLAY

View an instant replay of your practice moves. Use the D-Pad to highlight a player and use the corresponding buttons on the Replay Bar to select camera angles and slo-mo and reverse speeds.

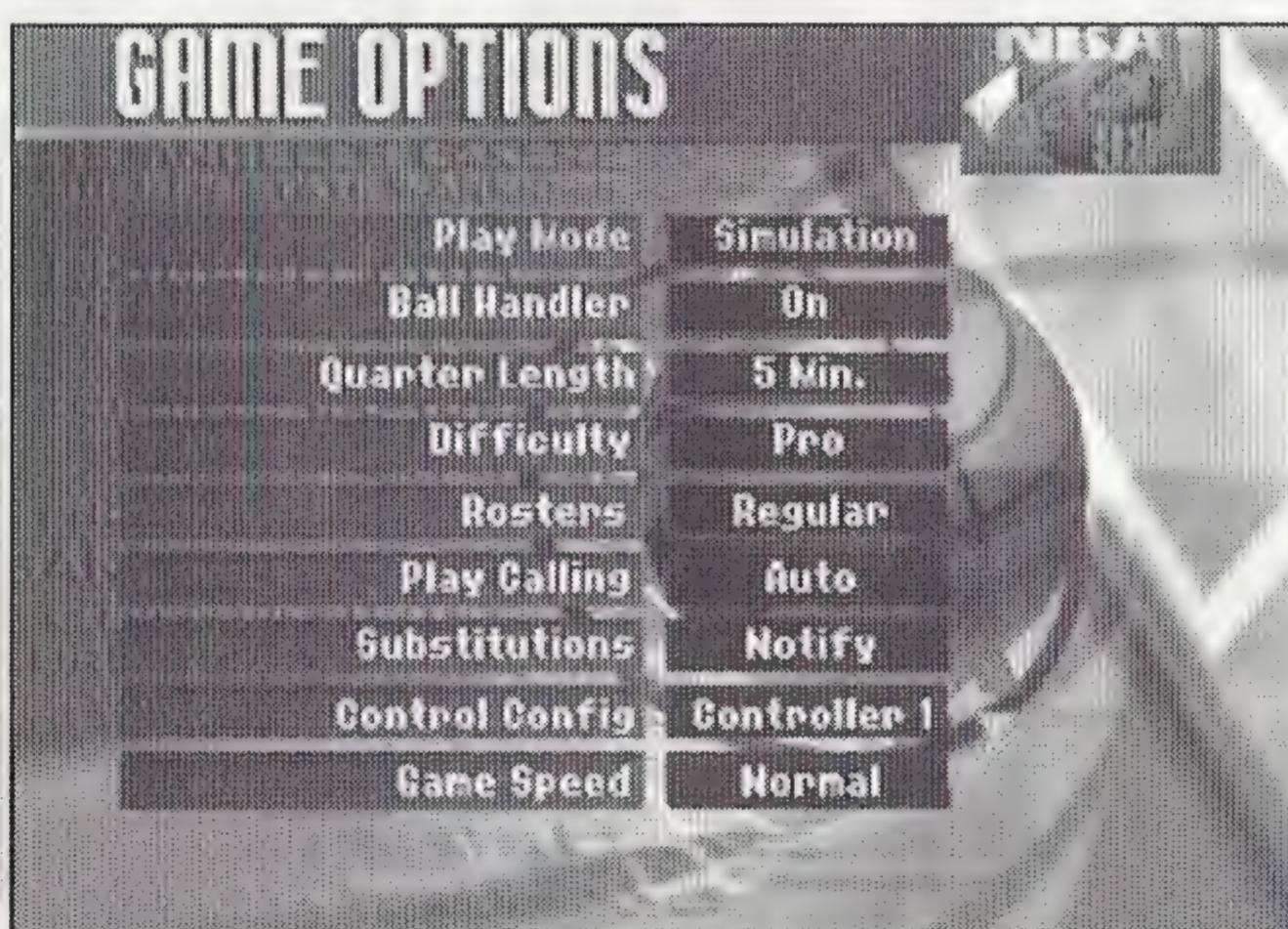
CAMERAS

Adjust the camera angles. You have 11 different perspectives to choose from.

END PRACTICE

Exit and return to the Main Menu.

GAME OPTIONS



Here you can configure the following game options to your specifications. To operate, use the D-Pad to highlight an option and press the D-Pad LEFT or RIGHT to toggle through the various selections under each option. Once you have made all your configurations, press the START Button to return to the Main Menu.

PLAY MODE

Simulation or Arcade. Arcade mode disables game boundaries and rules.

Note: If the rules are modified, the play mode becomes "custom".

BALL HANDLER

Choose whether you, or the computer, will control the player with the ball. With Auto-Swap ON, whenever the ball changes hands, a human player will be given control of the ball handler. If OFF, each human controls a single player unless they manually switch.

QUARTER LENGTH

Choose from 3, 5, 8, or 12 minute quarters.

DIFFICULTY

What'll it be? Rookie, Pro, or All Star.

ROSTERS

Pre-set NBA rosters or your custom rosters containing all the trades and line-up changes you have made.

PLAY CALLING

Call the plays yourself (Manual), or leave it up to the computer (Auto).

SUBSTITUTIONS

Make substitutions yourself (Manual), leave it up to the computer (Auto), or have a substitution text bar appear on-screen whenever a substitution occurs (Notify).

CONTROL CONFIG

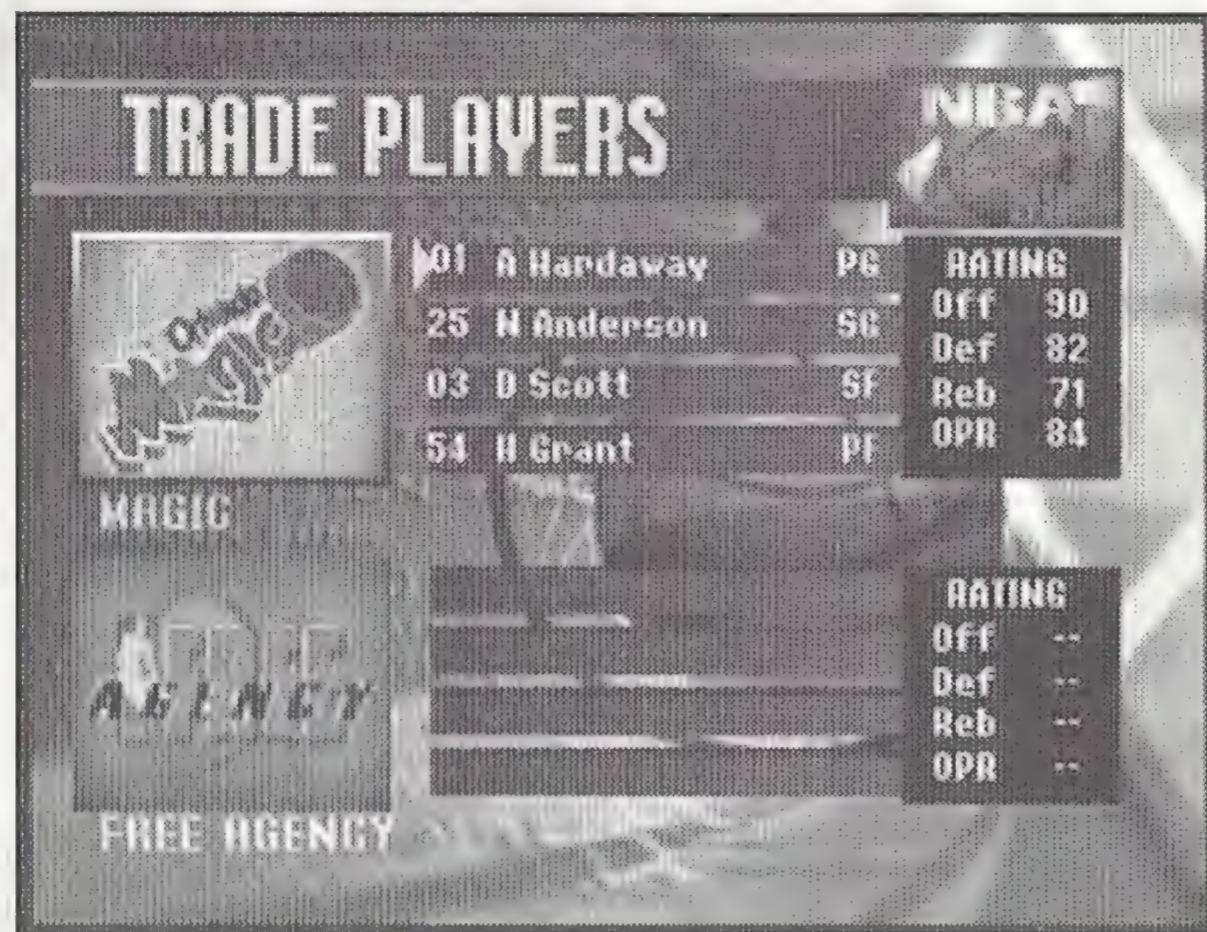
Play using the default setting, or choose one of the three configurations you best prefer. Press the C Button to call up the Configuration menu. Press the D-Pad LEFT or RIGHT to select a control configuration. Accommodates up to 10 players.

GAME SPEED

Play in Slow, Normal or Fast.

PLAYER MENU

Here you can make trades and create players.

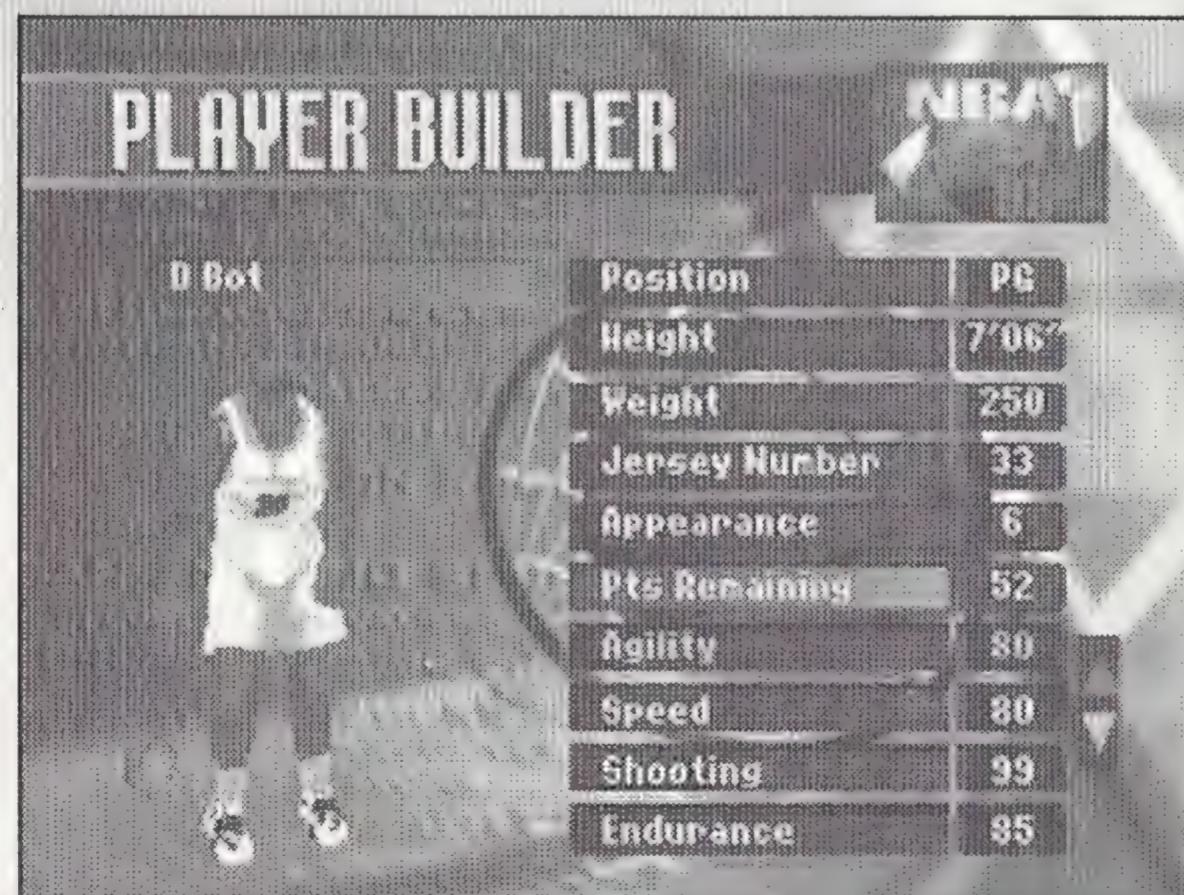


Trade Players

To make a player trade, begin by choosing the team and the player you wish to trade. Scroll through the players by pressing the D-Pad UP or DOWN. To select a player to trade, press the C Button (this will highlight the player).

Once you have chosen the player you wish to trade, choose the player you wish to trade him for. Select the team and then the player. Press the X button to select the team you wish to trade with (team will be highlighted). Press the C Button to select the player involved in a trade (player will be highlighted). Press the A Button to execute trades.

Player Builder



Before you begin you must enter your player's name in the Player Builder Name Entry Screen. To enter, follow the same procedure used under the Name Entry Screen. Once you have entered your full name, press the C Button.

Now you are ready to create your player. Use the D-Pad to highlight a characteristic and press the D-Pad LEFT or RIGHT to modify your player's characteristics. You have 345 Builder points to work with. Once you have created your player, he will appear on the Free Agency roster.

RESET ROSTER

Reset back to the original rosters. This will nullify all trades and line-up changes.

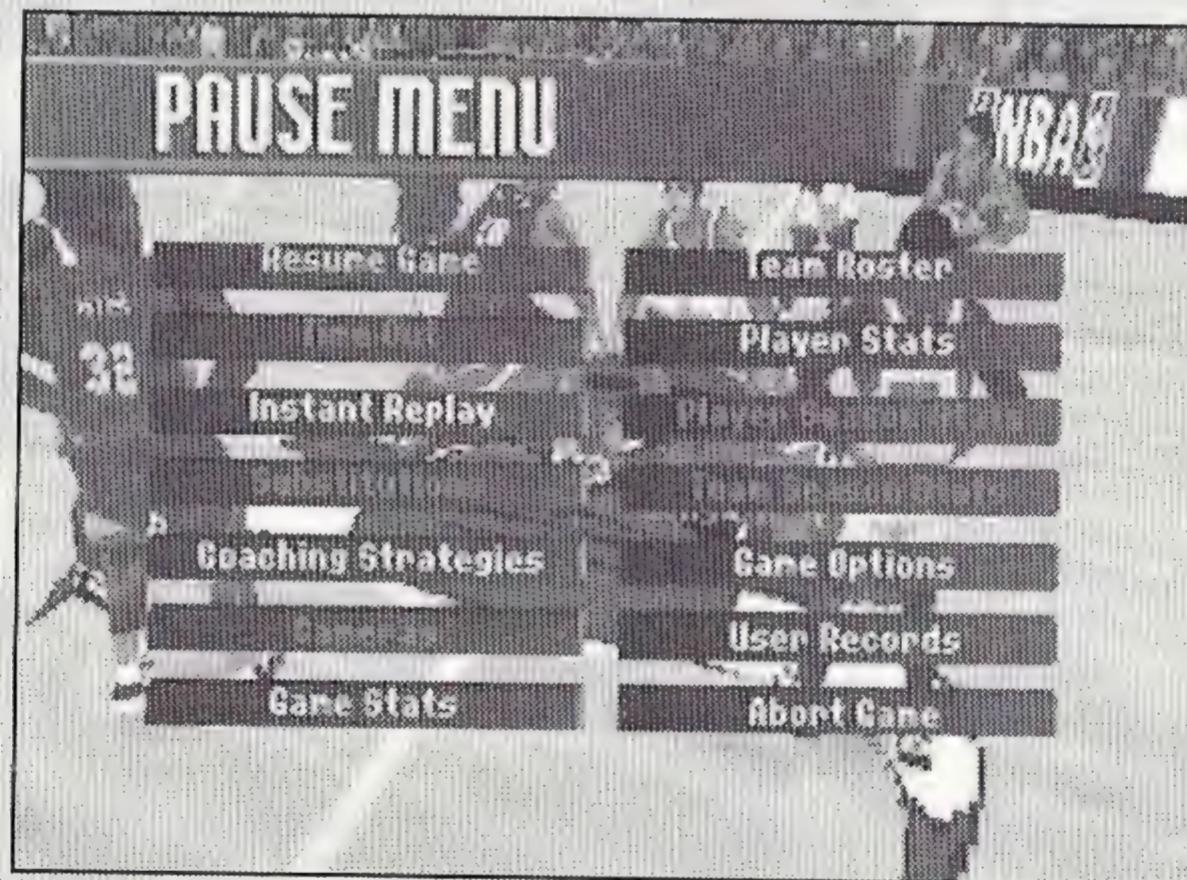
PLAYER PROFILES

Check out the pro card for each NBA player in the game. View his picture and personal player information.

PLAYER LINEUP

Check out the lineups for all the NBA teams.

PAUSE MENU



To make a selection in the Pause Menu, press the D-Pad UP or DOWN and press the C Button to enter your selection.

RESUME GAME

Resume play.

TIME OUT

Choose to activate one of your timeouts.

INSTANT REPLAY

Take another look at it, from any angle.

SUBSTITUTIONS

If you choose to make your own substitutions (see Game Options on page 15), this is where you can make them.

COACHING STRATEGIES

Dip into the coaches manual for emergency situations. Here you can set Play Calling, Player Matchups, or select a new play set from your offensive and defensive Playbooks. (See Coaching Strategies on page 20)

CAMERAS

Set the game cameras to your liking.

GAME STATS

Review each team's current game stats.

TEAM ROSTER

Check out each team's player attributes and abilities.

PLAYER STATS

Review the current game stats on each player.

PLAYER SEASON STATS

Take a look at the current season for all players on either team involved in the game.

TEAM SEASON STATS

View each team's current season stats.

GAME OPTIONS

Access the Game Options menu.

USER RECORDS

Check out your personal records.

ABORT GAME

Quit current game.

SUBSTITUTIONS

Here you can give your starters a rest using players from the bench. To make a substitution, highlight the player you wish to replace and press the C Button (this will enable you to select a player from the bench). Next, highlight a substitute player from the bench and press the C Button again.

COACHING STRATEGIES

This is where you set everything from player matchups to your big plays. The following features appear on the Coaching Strategies menu.

PLAY CALLING

What'll it be? Auto or Manual?

PLAYER MATCHUPS

Check out who's got who.

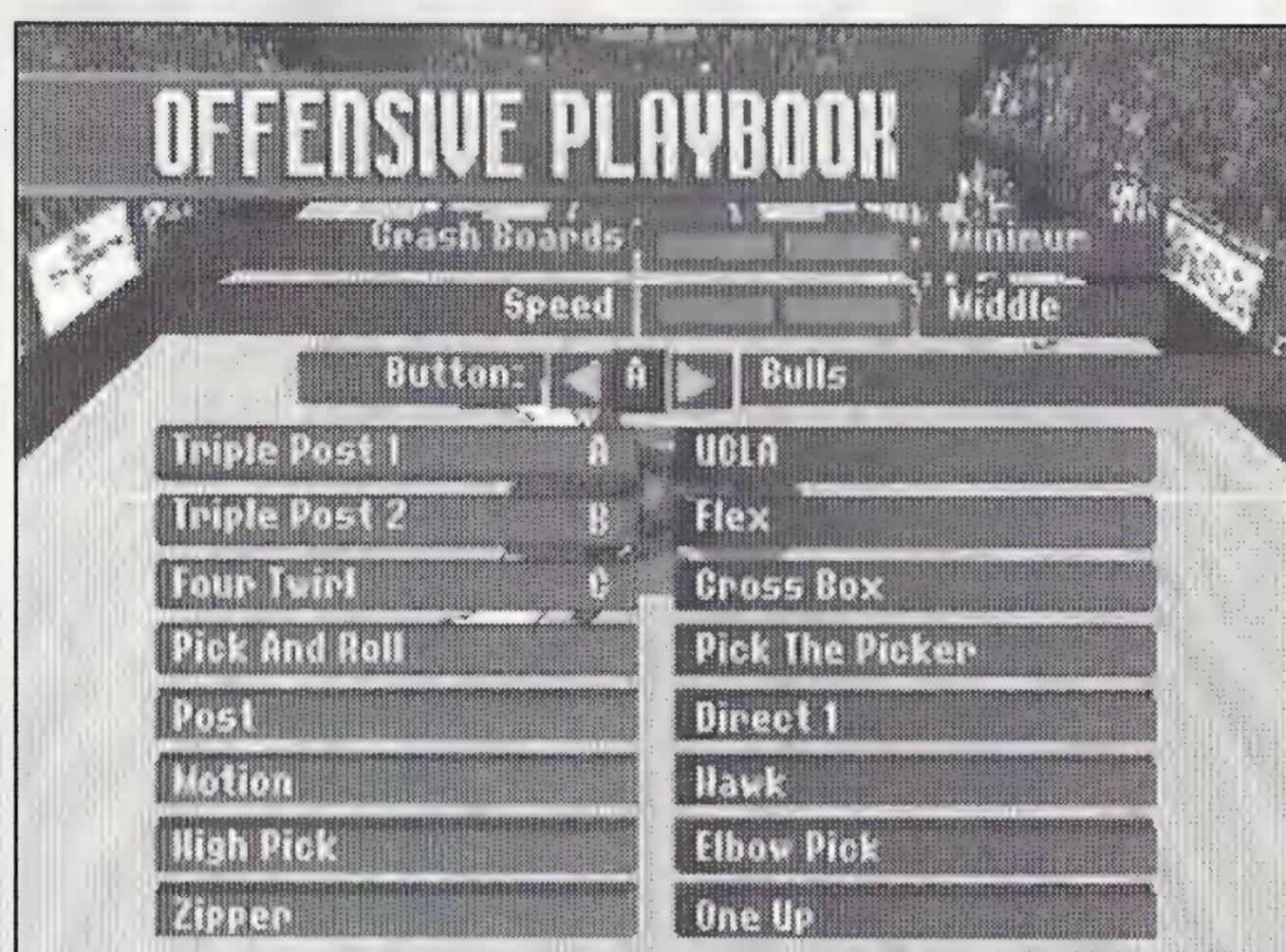
OFFENSIVE PLAYBOOK

Select plays from your offensive arsenal.

DEFENSIVE PLAYBOOK

Set your defensive strategies.

Offensive Playbook



The Offensive Playbook allows you to set your offense and select your plays. To adjust the offensive strategies below, press the D-Pad UP or DOWN to select a strategy and press the D-Pad LEFT or RIGHT to adjust that strategy to your desired setting.

CRASH BOARDS:

Set your rebound aggressiveness at Minimum, Middle or Maximum.

PACE:

Set the overall tempo of your team at Stall, Middle or Up Tempo.

SELECTING OFFENSIVE PLAYS:

You can take three different plays on the court with you at any time, plus a default Alley-Oop and a Pick. The following is a description of how to place new plays in your playbook.

Each play corresponds to either the A, B or C Buttons on your Controller. You will use these buttons to assign plays accordingly. To program a play, first select the button you wish by highlighting the "Button Bank." Use the D-Pad to cycle through the three Button choices (A, B or C). Once you have chosen a Button, it's time to assign a play to that Button.

To assign a play to the Button of your choice, highlight a play from the list, then press the C Button to assign that letter to a play. Repeat entire procedure until all three plays have been selected. Press the B Button to return to the Pause Menu Screen.

NBA Action '98 Summary of Plays

Post: A traditional play used by most teams which gives the ball to a team's big man in the paint for a chance to score.

High Post: Designed for a team's big man to set a half screen for the ball handler, who then immediately flashes to the basket. Used by teams such as Utah and Atlanta.

Cross Box: This involves a lot of ball movement and screens which gives the ball to a team's big man in the paint with an option to pass to a shooting guard or forward. Used by teams such as Boston and Houston.

Pindown Detroit: This involves a lot of ball movement which isolates a team's point guard and big man on one side of the court with an option to pass to a shooting guard or forward at the three-point line. Used by teams such as Boston and Orlando.

Motion: A play where the shooting guard and the small forward are featured to get open and shoot with the big men in the paint for the rebound. Used by teams such as Charlotte and Washington.

Pick and Roll: A traditional play used by most teams which isolates a team's point guard and center. The center sets a screen for the point guard and "rolls" in the post as soon as the point guard gets around the screen.

Direct 1: This involves players spreading the floor and isolating the shooting guard and small forward. The shooting guard flashes to the basket when the small forward receives the ball down low. Used by teams such as Milwaukee and Toronto.

Direct 2: The same style as the Direct 1 except the roles of the shooting guard and small forward are reversed. Used by teams such as Milwaukee and Sacramento.

High Pick: A version of the "Pick and Roll" where the center sets a screen for the point guard at the three-point line. Used by teams such as Phoenix and Dallas.

Four Twirl: A play where the power forward sets a screen for the shooting guard in the paint for an opportunity to score either inside or outside. Used by teams such as Portland and Golden State.

Pick the Picker: A version of the "Pick and Roll" where the center sets a screen for the point guard and is given a screen by the shooting guard as he "rolls" to the basket. Used by teams such as Miami and San Antonio.

Zipper: A traditional play where the shooting guard receives the ball on the weak side and has the option to shoot outside or pass the ball in the post to the power forward. Used by teams such as Philadelphia and Utah.

One Up: A play set up by the point guard passing the ball to the small forward in the paint who has the option to shoot or pass the ball to the shooting guard attempting to get open through screens. Used by teams such as Detroit and Dallas.

Elbow Pick: A play where the small forward sets a screen for the point guard who has the option to shoot or pass the ball to the center in the paint. Used by teams such as Orlando and Toronto.

Triple Post 1: This features three players on one side of the court forming a triangle and allowing the player in the paint to either shoot the ball or pass to an open player at the three-point line when he receives the ball. Used by teams such as Chicago and Charlotte.

Triple Post 2: A version of the "Triple Post 1" except set up at the opposite side of the halfcourt. Used by teams such as Chicago and Denver.

Five High: A play where all five players start off outside of the key and work their way in through screens and a lot of ball movement. Usually used for three-point plays. Used by teams such as Cleveland and Phoenix.

Two Out: This features the shooting guard and the power forward isolated on one side where the shooting guard receives a screen at the three-point line by the power forward and has the option to shoot the three or pass to the power forward in the paint. Used by teams such as Vancouver and Golden State.

Hawk: A basic play where the point guard receives a screen from the power forward and has an option to shoot the ball, pass the ball in the paint to the center, or pass to the power forward who popped out after the screen. Used by teams such as Atlanta and Minnesota.

Baseline Double: A three-point play where the shooting guard is given two screens along the baseline and attempts to get open at the three-point line after those screens. Used by Indiana.

NBA Action '98 Summary of Plays (continued)

Zipper 2: A combination of the "High Post" and the "Zipper" where the point guard receives the ball on the weak side, passes the ball to the shooting guard at the three-point line, and sets a screen for the center flashing towards the paint. Used by teams such as Miami and the Los Angeles Lakers.

RIP: A play designed for the center as his defender is screened by the shooting guard freeing him up for the easy two. Used by teams such as New York and San Antonio.

Early: This play is usually run after a field goal or a made free throw by the opposing team. The point guard has the option to pass the ball to either the shooting guard or the small forward who are coming off of screens from the center and power forward respectively. This is also called the "Quick" set. Used by teams such as New York and New Jersey.

Fist Out: A play which features multiple options for the point guard. The point guard appears on the weak side with the shooting guard and after a screen by the shooting guard, the point guard has an option to shoot, pass to the shooting guard flashing to the paint after the screen, or pass to the small forward at the three-point line after

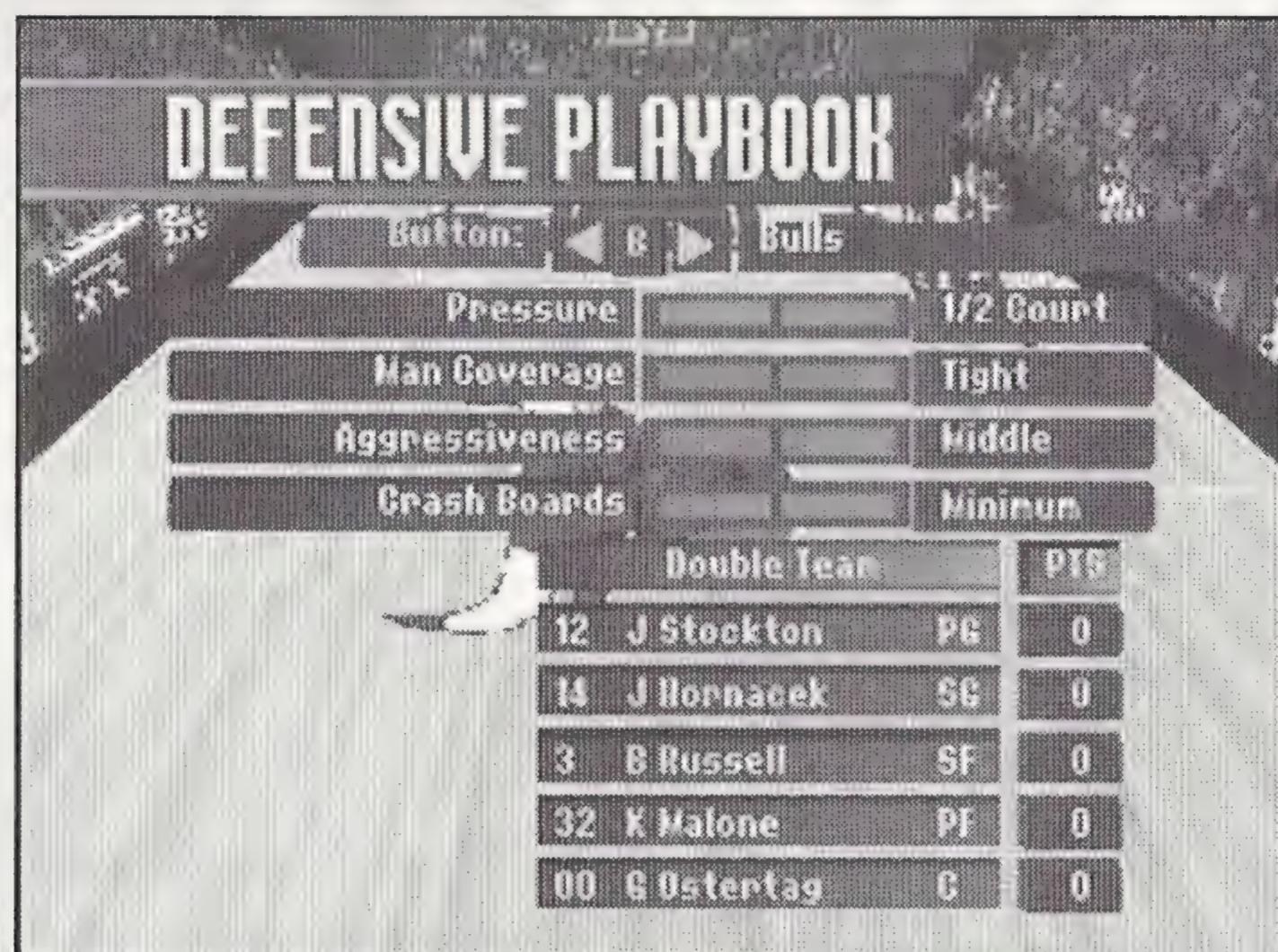
screens from the power forward and center. Used by teams such as Boston and New Jersey.

Get: A version of the "High Post" where the small forward sets a screen for the point guard at the three-point line after receiving a screen from the center. The point guard "rolls" off the screen, the small forward flashes to the basket, and the point guard has an option to shoot, pass to the small forward in the paint, or pass to the shooting guard at the three-point line on the weak side. Used by Phoenix.

Flex: A basic play where the power forward sets a screen for the center in the paint and flashes to the basket after the screen. The point guard, set on the weak side, has room to shoot, pass to the power forward in the paint, or pass to the small forward or shooting guard on the other side of the key. This play requires a lot of ball movement. Used by teams such as Cleveland and Seattle.

Triple 31: When your team needs a three-pointer, this is the play. This relies on the scoring guard to get open at the three-point line while fleeing through screens. Used by teams such as Indiana and Golden State.

Defensive Playbook



Here you can make the following adjustments to your Defensive Playbook. To make adjustments to your basic defensive set-up, highlight the option and press the D-Pad LEFT or RIGHT to adjust that option.

To initiate a Double Team matchup, select the opposing player and press the C Button. You can double team only one player at a time.

BUTTON:

Choose the Button-Play assignment you wish to modify. Choose from 16 team-specific plays actually run by NBA teams.

PRESSURE:

Apply pressure at 1/2 court, 3/4 court or Full Court.

MAN COVERAGE:

What'll it be: Loose, Middle or Tight?

AGGRESSION:

Low, Middle or High?

CRASH BOARDS:

Minimum, Middle or Maximum?

DOUBLE TEAM:

Target the opposing player you wish to double team.

NBA Action '98 Manual Credits

Producer:

Mike Wallis

Brand Manager:

Brad Hogan

Assistant Lead Tester:

Tony Lynch

Motion Capture Talent:

DeWayne Lewis

In-Game Commentary by:

Chick Hearn of the Los Angeles Lakers

Player Ratings & Team**Playbooks by:**

Scott Pruneau of the Golden State
Warriors

Sega Additional Design:

Lorne Asuncion, Tracy Johnson, Mark
Paniagua

Team Sega Sports:

Geraldine Dessimoz, Brad Hogan, Tracy Johnson, Marcus Matthews, David
Perkinson and Mike Wallis

Testers:

Amy Albertson

Bobby Amirkhan

Nicolas J. Azizian

Karen Brown

Don Carmichael

Joe Damon

Howard Gipson

Rick Greer

Jeff Junio

Lloyd Kinoshita

Dennis Lee

Marcus Montgomery

Abe Navarro

Dave Paniagua

Jason Philyaw

Kenny Robinson

Matt Underwood

Fernando Valderrama

Ferdinand Villar

Paulita Villatuya

Assistant Producer:

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Lead Testers:

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Marketing Specialist:

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Motion Capture by:

BioVision

Commentary Recording Facility:

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Additional Ratings by:

Tracy Johnson

Playbook Assistance:

Lorne Asuncion

Manual:

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Special Thanks:

Sandy Castagnola, Angela Edwards, Sheri Hockaday, Jason Kuo, Bernie Stolar, Shuji Utsumi, Rick Wheeler, the SEEDY crew, Manny, Sega; Greg Lassen, Joe Amati, Shana Hoernke and Janie Buschman, NBA Entertainment; Harry Abrams, Abrams Artists Agency; Shawn Bryant, NBA Properties; Kobe Bryant, Los Angeles Lakers; Gail D'Agostino, Arn Tellem Assoc.; Ed Gregory, Golden State Warriors; Dick Davey, Santa Clara University; Bango, Bucky, 'Ol Sparkey, and Rafeiki "the crazy raccoon"

Visual Concepts

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Aki Rimpilainen

A.I. Engineer:

Chris Larson

Engineers:

Mark Horsley
Johnnie Yang

Animations/Player Models/ Textures:

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Mark Anderson
Cameron Chun

Menus, Design, Screens:

Leandro Penaloza
Fred Wong

Lead Tools Engineer:

Audrey Seymour

Library Engineer:

Chuck Batson

Lead A.I. Engineer:

Matthew Hamre

Win95 Engineer:

Chuck Batson

Art Director:

Alvin Cardona

Movies, Logos, Screens, Player Textures/Faces, Arenas:

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Kurt Lai-Fatt
Wayne Herman

Lead Library Engineer:

Dave O'Connor

Director of Technology:

Tim Walter

Tools Engineers:

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Sound and Music Director:
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Executive Producer:
Greg Thomas

Special Thanks:
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Ryan Plank
Alice Crysdale

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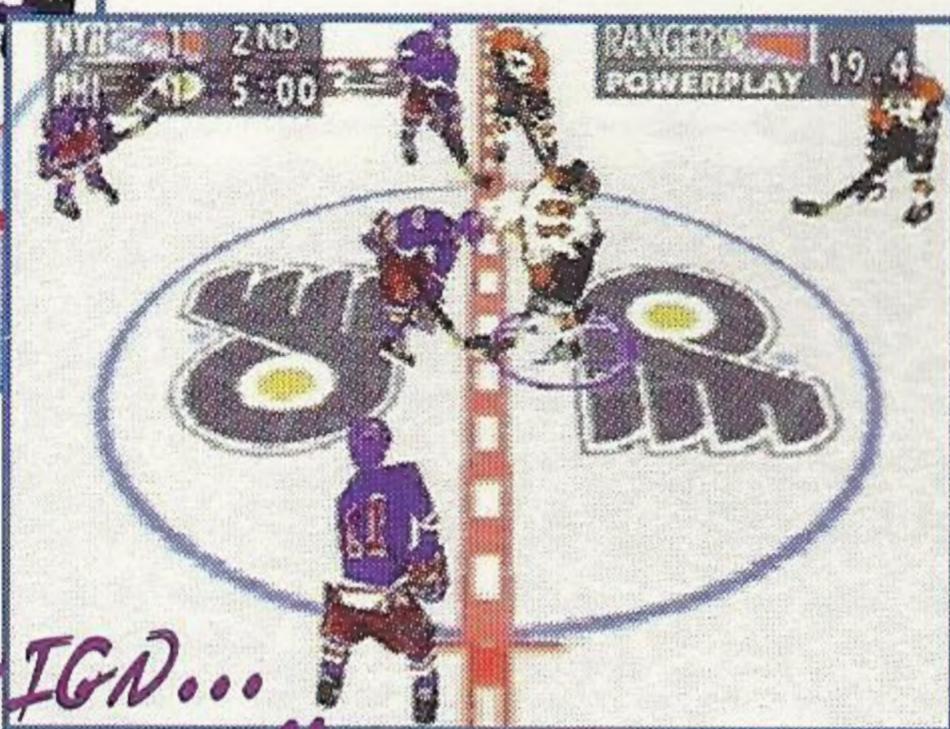
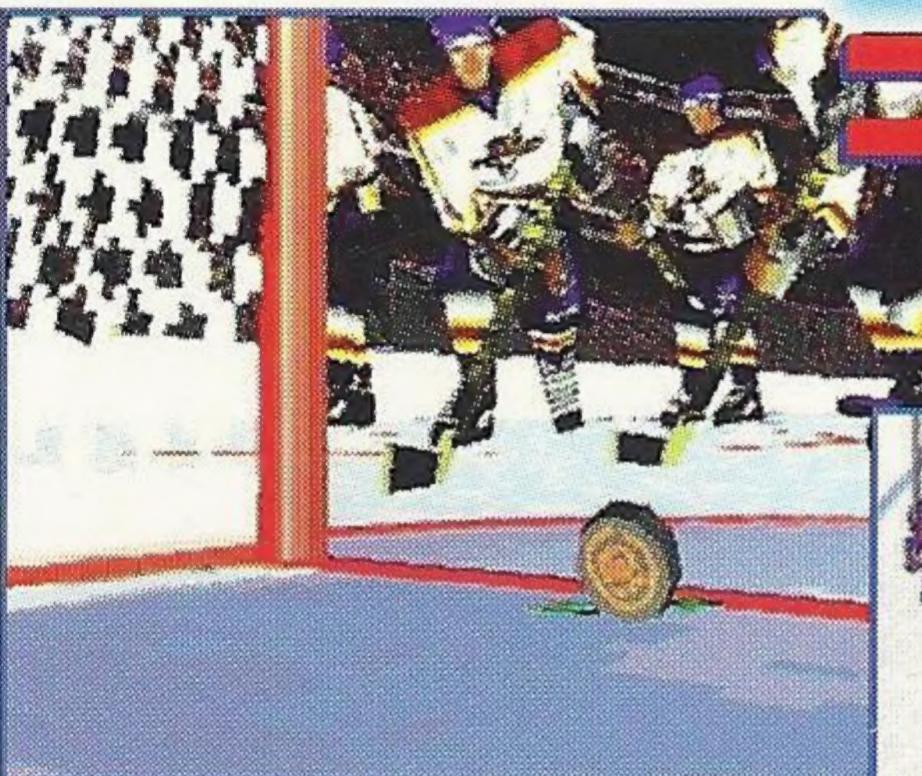
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